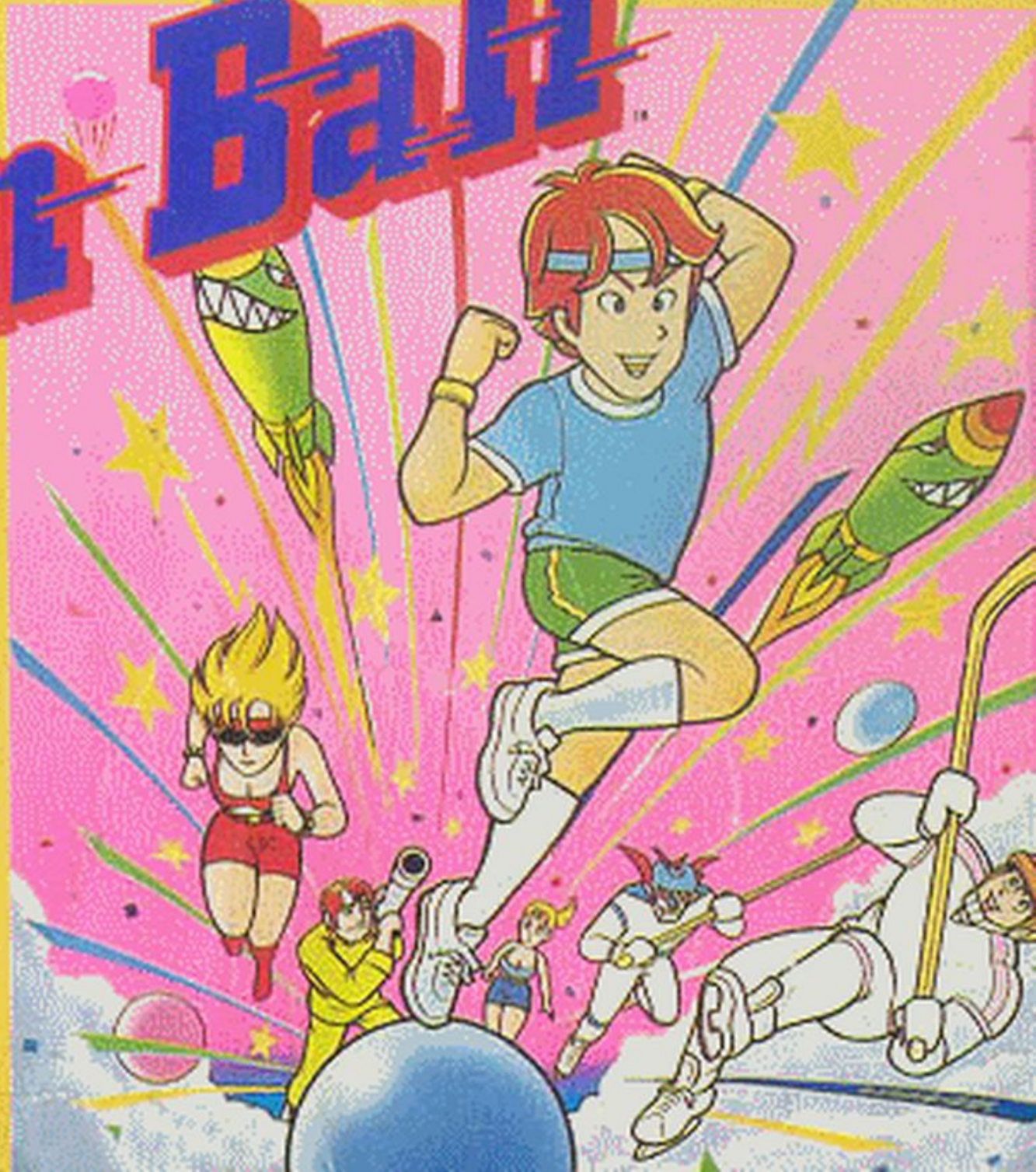
NES-RN-USA

HOW TO PLAY

Rock'n Ball™



NTVIC™
NTV International Corporation

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

This game is licensed by Nintendo® for play on the

Nintendo
ENTERTAINMENT SYSTEM®

Nintendo ® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

Compliance with Fcc Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed top provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

1. The game

Seven games for you in four modes

■ PINBALL

This game is for one to four players. As with traditional pinball, your score in this game increases as you flip the ball and go through the various obstacles. You have at your command various functions such as "shaking" the pinball screen from left to right. There is a very special and sophisticated level for skillful players.

■ BATTLE FLIPPER

This game is for two players, or you can play against your computer. The object is to flip the ball into your opponents goal. Challenge yourself with the three different games, THUNDER, BOMBER AND ATTACK. Each one has very different targets and obstacles. Hit the targets and take advantage of your opponent. Move your flippers forward to launch an offensive attack, or backwards to make a defensive save at your goal.

■ NINEBALL

A game for one to four players in which Pinball and Battle Flipper will help you learn several tricks to outwit your opponent. Place your bet and shoot the nine balls one at a time onto the screen. Try to hit the balls into the spots to arrange a bingo pattern such as across, diagonally or straight up and down. High bets increase your chips and competent playing adds more dynamic features.

■ SPORTS PINBALL

Play against a friend or challenge your computer to a game of soccer or ice hockey. Move the flipper to the right or to the left to aim the ball into your opponents goal.

You gain one point for each goal you score. Keep in mind that you are your own goalkeeper. Shoot with your flipper to score and block shots with your goalie to win the game.

2. Game basics, setting out.

Press the START button to display the different game modes. Choose any one of the four games.

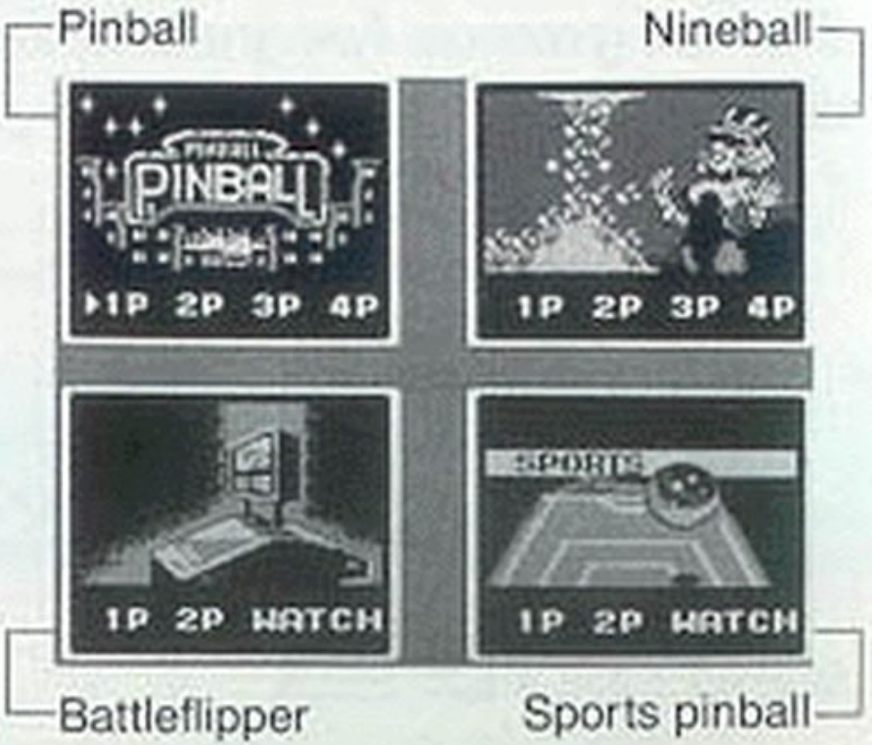
[Operations]

1) Use the control pad to select the game and specify the number of players.

2) Press the A button to set the screen. Refer to "WATCH" for demonstrations you may need. Remember, this game is the computer playing against itself. You can watch and learn!

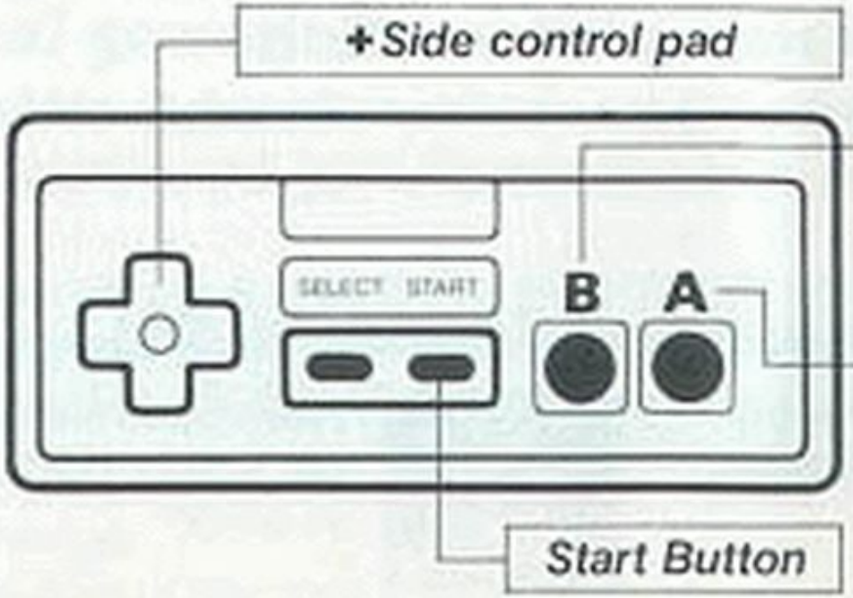
   You have a selection of three screens for Battle Flipper and two for Sports Pinball.

   Select CONTINUE to repeat the same game. Select END to choose a different game.



3. Using the controller

■First: Here are the basics!


+Side control pad
Button B
Press Button B to shake the pinball screen to the left.
SELECT START
B A
Button A
Press Button A to swing the right flipper
Start Button

+ *Side control pad*

To the left: to swing the left flipper.

Press the START button to start the game. The same button will stop the game if you press it midway through.

To the right: to shake the pinball screen.

Press the bottom of the control pad to pull the shooter. When you release the control pad, the shooter will strike the ball.

► The buttons execute special functions in Battle Flipper and Sports Pinball. For more details, refer to pages (18), (22), and (23).

Here are the six unique players

You can play all the games with the six different players to make them six times more interesting!

Select from six players for Pinball, Battle Flipper and Sports Pinball. Each player uses the flippers in his or her own unique way. The six players will bring their different skills to each and every game.

■Here are the six unique players of ROCK'N' BALL

Tom: The best choice for beginners. An all-around player.

Paul: Uses small weak flippers, but is very quick and precise in action.

Billy: Uses small flippers with much more efficiency and skill than any of the others.

Lisa: Uses large flippers quickly. However, beware of her individuality. She has her own unique style of playing.

John: Uses large flippers and strikes very hard. A bit of a slow player, however.

Diana: Somewhat weak flippers, but if you are skillful she is a smart player.

4. Pinball

Combines many brand-new and best concepts of the traditional game!

■ Now for the game!

Pull the shooter and hit the ball! Now, flip the ball and try to hit the targets. To win the game, you also have to shake the board properly. You have three balls but you lose the game if any one of them drops into the END ZONE. For bonus points, aim at the special targets and raise your score. Skillful players will be introduced to an exciting, more challenging level that will defy all of your ideas about traditional pinball!

[Operations]

- How to hit the ball

1) Press the bottom of the control pad. (This will pull the shooter.)
2) Release the bottom of the control pad. (This will hit the ball.)

- Flipper operations

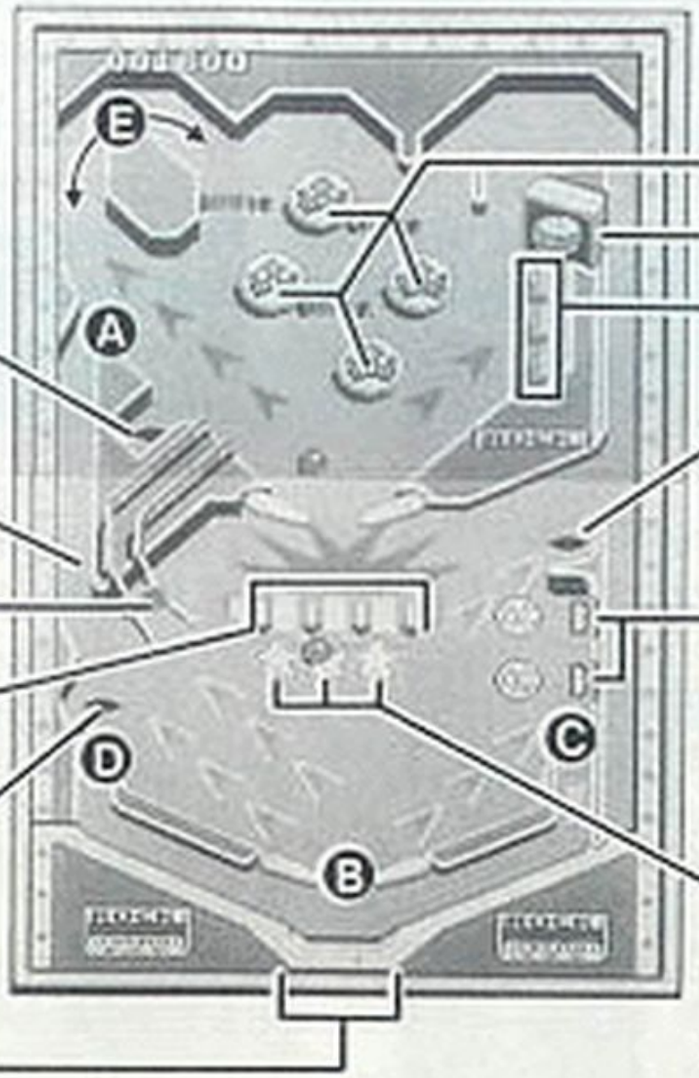
  Button A swings the right flipper.
  The control pad (left) swings the left flipper.

- How to shake the screen

  Use the control pad (right) to shake the pinball screen to the right.
  Press Button B to shake the Pinball screen to the left.

How to Increase your Score

■Get to know the targets you must hit for bouns points



Pocket: 2,000 points. The stopper appears in A.

You gain 10,000 points if you pass through this.

If you can turn the spinner, you will get 3,000 points.

Through: 800 points

Pocket: 2,000 points. The stopper appears in D.

End Zone

Bumper: 300 points

Rock'n' Ball item board

Rock'n' Ball item block: 700 points

Pocket: 2,000 points. The stopper appears in C.

Switch: The left lamp will shine if you hit this. If both light, a "HELP" message will appear at B.

Star: If you make all three lamps light, you will double your score. Enter: 1,000 points.

Aim at the Rock'n'Ball item board

The Rock'n' Ball item board will spin if you topple a Rock'n' Ball item block. It will stop if you topple all the three blocks. If the ball hits the board, you can select the following according to the Rock'n' Ball item you toppled.

	Hamburger: Stopper appears at A.		***Shoes:*** Beginner's mark appears on E. If you hit the shoes, the ball will move much more slowly.
	Glass: All the items that appeared so far or all the advantages disappear if you hit this.		***Radio:*** Dots appear in E, each worth 2,000 points.
	Ribbon: Seven dots appear at E. Worth 1,000 each.		***Record:*** Four bumpers will blink. You gain 5,000 points if you hit them.
	Leather jacket: A special flag will appear at E. You will receive a bonus number of balls if you hit this.		***Bottle:*** Flipper disappears for a short time when you hit the bottle.
	Sunglasses: Controller operations will reverse.		***Music Note:*** Seven notes appear at E, each worth 5,000 points.
	Lips: Seven money bags will appear at E, each carrying 3,000 points.		***Key:*** A ladder appears at E. Climb it to reach the SPECIAL STAGE.

Now for the SPECIAL STAGE

If you can get the key on the Rock'n' Ball item board by hitting the three blocks, a ladder will appear on the screen. Flip the ball making sure that it passes through the ladder. A huge pink car will now appear to take you to the SPECIAL STAGE.

■How to play at the SPECIAL STAGE

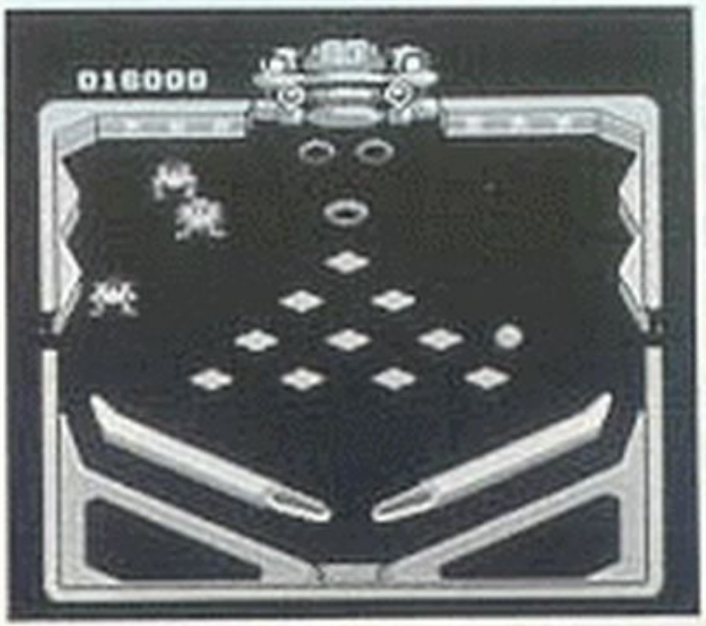
Gangs of four will start moving around the field. Manipulate the flipper and attack them. If the ball hits a gang, the gang will lose its strength. If the ball his the gang twice, the gang members will collapse.

<Scoring>	GANG	Once:	1,000 points
		Twice:	3,000 points

Aim inside the mouth of the huge pink car!

■ You have the chance for an even bigger bonus now!

The mouth of the huge pink car will open for a short time if you can defeat all four gangs. Try to shoot the balls into the pocket inside the mouth of the car for extra bonus points. Shoot the balls in quickly to improve your score.



<Scoring>

First	10,000 points
Second	20,000 points
Third	40,000 points
Fourth	80,000 points
Fifth and over	160,000 points

► If a ball drops into the END ZONE, it will erase the SPECIAL STAGE and take you back to the beginning.

5. Nineball

■Proceeding with the Game

Try your special tricks you learned in the Pinball game and achieve "bonus power". First make a bet with your chips. Then, start hitting the nine balls in various ways to arrange a bingo pattern such as across, up and down, or diagonally. Bingo patterns can more than double your score and give you back your chips. If you cannot arrange a correct pattern, you will lose the chips you bet. The game is over when you have lost all of your chips.
Now, lets try for the "bonus power"!

Remaining balls

This is a game similar to Bingo. See if you can get "bonus power"!

[Operations]

1) Use the control pad to choose the "bonus power".
2) Decide how many times you would like the bonus pocket to expand.
3) Use the control pad up and down to decide the chips you would like to bet. Use the cross (left and right) also to select the position.
4) Hit the ball, this time using the botton of the control pad. If the ball does not enter a pocket, hit the ball back with the flippers and aim them into the pockets. Shake the screen to control the movement of the ball into the pocket of your choice.

Present number of chips: CREDIT
Number of chips you bet: BET
Multiplication of bonus points: WIN
Number of chips paid back: PAY

The Nineball Patterns

■Now for the "bonus power"!

You get the "bonus power" if all of the chips in the five games add up to your target. Memorize the passwords for each of the patterns which will appear on the screen. Next time you play the game, enter the password on the title screen. This will make it possible to use your acquired tricks. Password UP corresponds to the top of the control pad, DOWN to the bottom, RIGHT to the right and LEFT to the left.

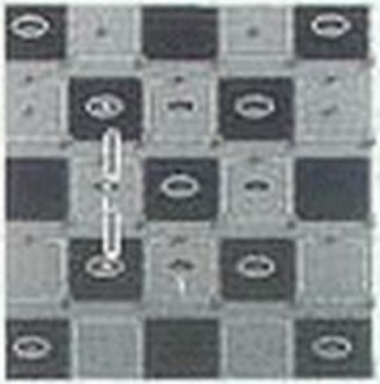
Tons of Rewards!

■Types of "bonus power"!

Type	*Number of Chips Bet*	*Bonus Power*
10 Balls	9,000 – 10,000	Ten Free Balls
Special Play	14,000 – 15,000	You can use the Battle Flipper for both flips
5 Balls	19,000 – 20,000	In Pinball, this number of balls raised to five.
Max Flipper	24,000 – 25,000	You can use the flipper with the highest rebound.
Pair A	29,000 – 30,000	In Pinball, controller 1 allows you to manipulate the bottom and controller 2 will manipulate the top flipper.
Pair B	34,000 – 35,000	In Pinball, controller 1 allows you to manipulate the right hand flipper and controller 2 the left hand flipper.

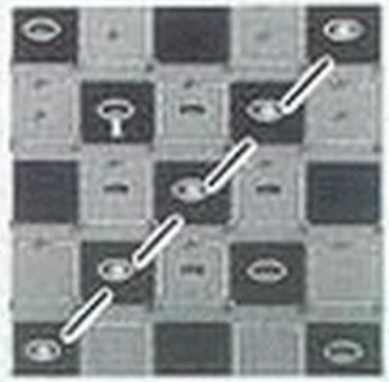
How to Calculate the Scoring Patterns

■Patterns of Bingo



Three balls up and down
One

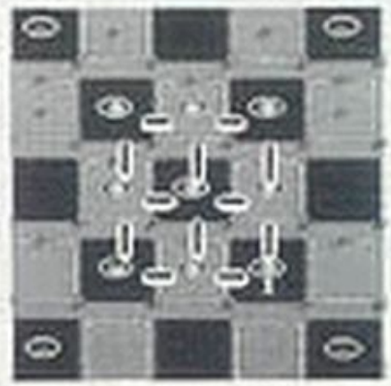
Three balls across
One



Five balls diagonally
Double

Balls enter in the four corners
Double

In an X
Three times



Balls in the nine middle pockets
Six times

Try for the Bonus Pocket!

■How to calculate the patterns

When there is a Bonus Pocket marked "1" or "2", this number is illustrating the multiplication factor. With a "2", the Bonus Pocket multiplication factor will move on the screen and blink. When this happen, press button A quickly in order to increase the factor. Also, if there are two or more patterns, the corresponding factors will get added.

The multiplication factor for a pattern

⇨ 1 + 1 = 2 ····· Two times

Factor on the bonus pocket

Diagonal Pattern

⇨ 2 + 1 = 3 ····· Three times

Pattern in the direction of height

The multiplication factor of the pattern

⇨ 15 + 11 = 26 ····· Twenty-six times

Multiplication factor on the Bonus Pocket

6. Battle Flipper

You can play three different games of "Battle Flipper". You gain one point by entering the ball into your opponent's goal. When either player scores three points, the game ends. You can select 3, 5, or 7 matches.

[Operations]

- How to hit the ball
  1) Push the bottom part of the control pad. (This will pull the shooter.)
  2) Release the bottom of the control pad. (This will hit the ball ut.)
- How to Operate the Flipper Button A : To swing the right flipper.
  Left control pad: To swing the left flipper.
- How to shake the board control pad Right: To shake the board to the right.
  Button B : To shake the board to the left.

[Special Operations]

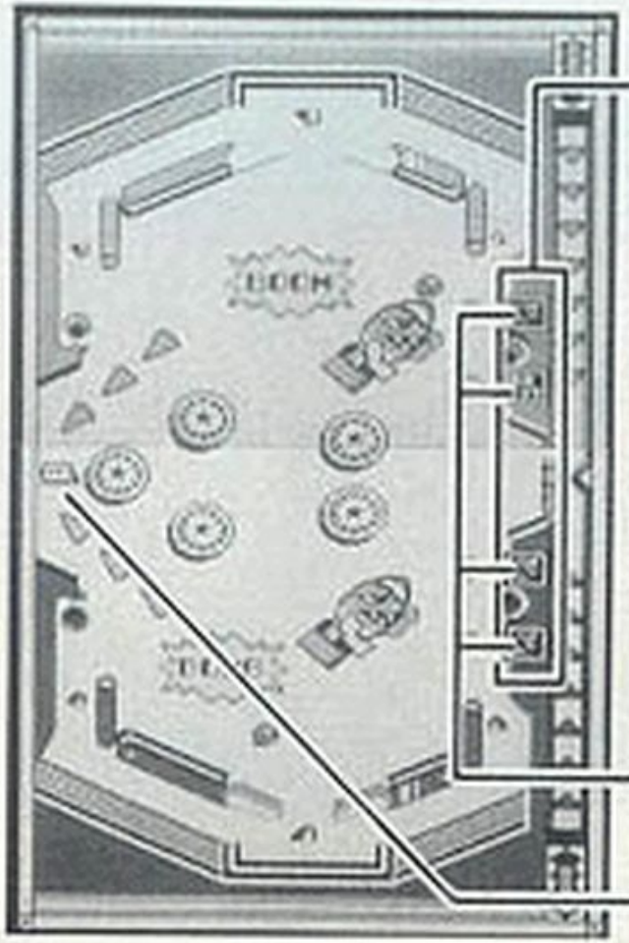
- Moving the flipper back and forth

+ control pad Top: Bottom flipper will move upward.
+ control pad Bottom: Top flipper will move downward.

► As your points increase, the top and bottom of the court will interchange positions. This is distinguished by the colors red and blue.

■ Bomber

You can get interesting results if you hit the ball on your fields switch and connect the two special pannel images. Back and forth movements are possible only with the left flipper.



Special Pannel

Bomb—The ball will explode within a fixed time.

Skull—Opponent's flippers will disappear for a fixed time.

Lightning—Partner's flipper will stop functions for a fixed time.

Exit—Exit pocket appears on the screen.

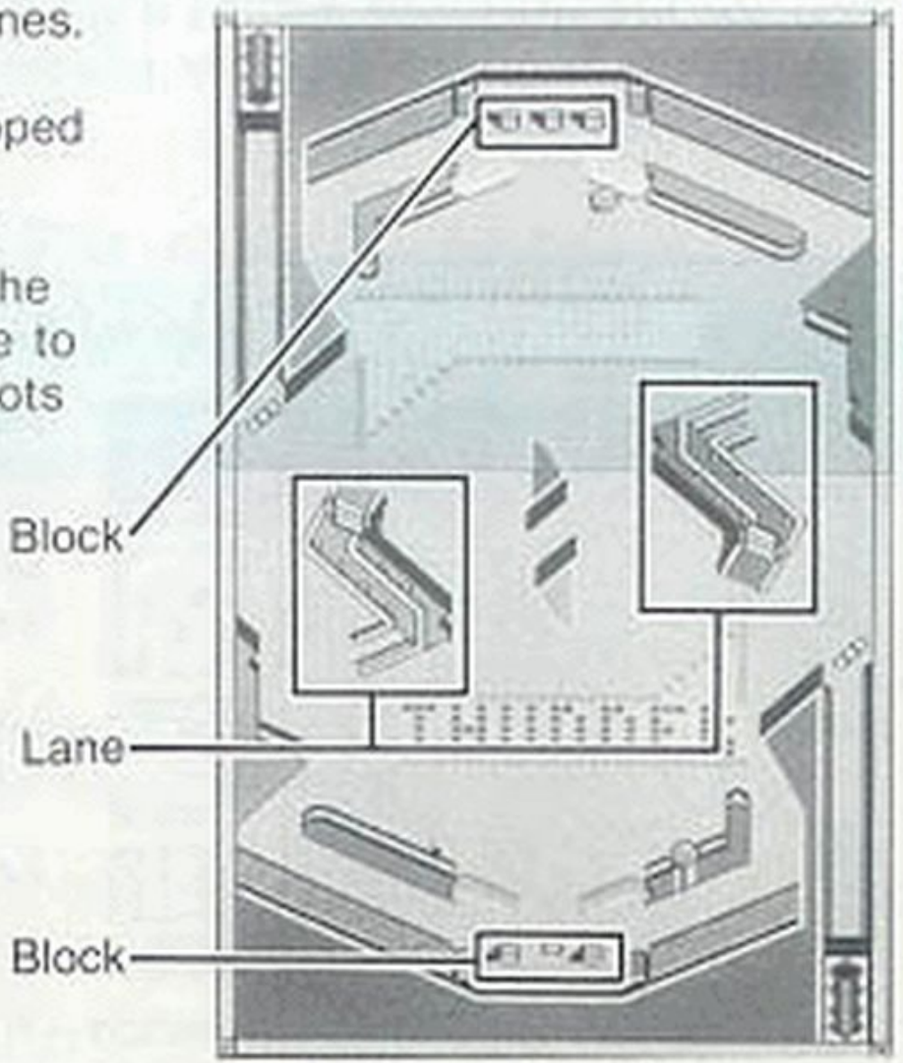
Switch—If you hit this, the image on the special panel will change.

Side Spinner—Returns used stopper.

Try Flipper Action!

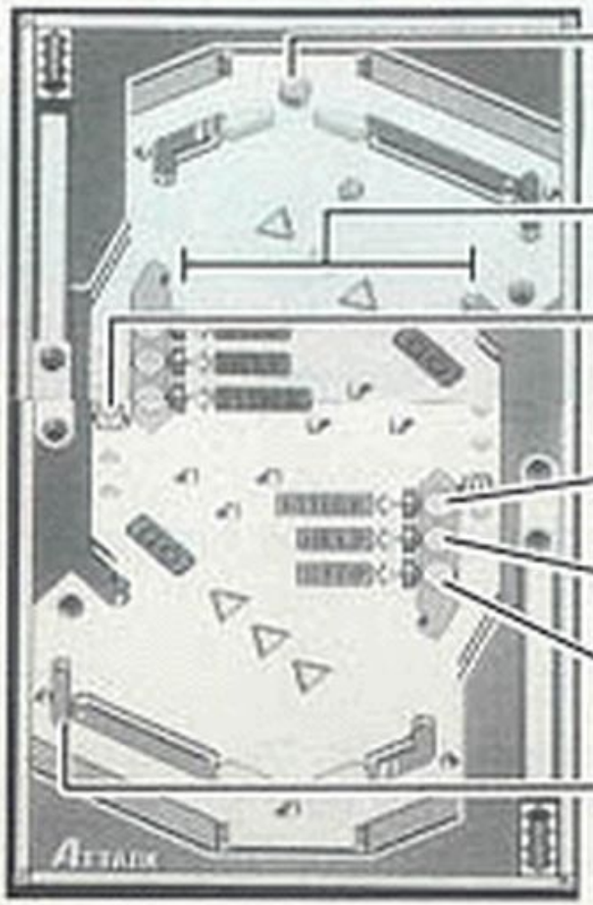
■ Thunder

This is the simplest of the Battle Flipper games. There are three blocks guarding the goals. However, they will topple once they have flipped the ball back into play. If you pass the ball through a lane which has the same color as your area, you will be able to raise each of the blocks that have toppled. This is a good time to improve your flipper action techniques with lots of practice.



■ Attack

In this game, you must attack the three switches STOP, HELP and ATTACK. Move the left and right flipper back and forth to win the game.


Help appears here on the screen
Side-moving block appears here and moves sideways.
By turning the side spinner, you can erase the opponent's switch 1, 2, and 3 functions.
1. *ATTACK*—Side moving block appears on the screen.
2. *HELP*—Help appears on the screen.
3. *STOP*—Stopper appears on the screen.
Stopper appears here on the screen

▶ The positions of targets 1, 2, and 3 correspond to the red side switch.

■Two Games For Your Enjoyment!

You can play both Ice Hockey and Soccer in this challenging sports game! You gain one point by hitting the ball into the opponent's goal. The game ends when either opponent scores three points. You can select the game from 3, 5, or 7 set matches. If you win more sets than your opponent, then you will win the entire game.

[Special Operations]

- Flipper and Goalkeeper
- ✚ control pad (left): Flipper and Goalkeeper move left.
- ✚ control pad (right): Flipper and Goalkeeper move right.

Button A : Flipper turns to the left (If your team is at the upper side, the flipper will turn to the right.)
Goalkeeper hits very hard!

Button B : Flipper turns to the right (if your team is at the upper side, the flipper will turn to the left.) The goalkeeper then traps and hits the ball. As your points increase, you and your opponent's positions will change on the screen. Distinguish between the areas by the colors of red and blue.

Playing against one opponent or against the computer.

■ Soccer

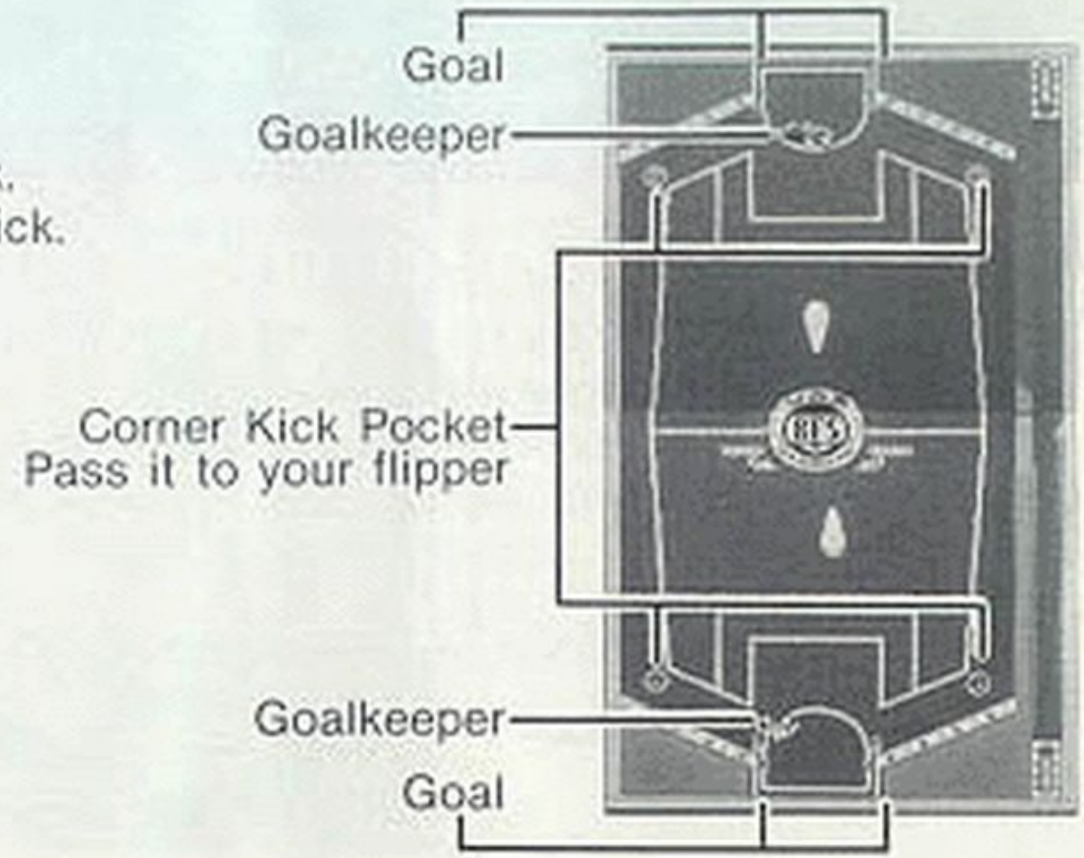
Turn the flipper left and right for a powerful kick on the ball. Goalkeeper may also trap as well as protect the goal. This is also a great chance to try a corner kick towards an additional score, or your try your skill at centering the ball to your flipper.

[Special Operations]

- Corner Kick

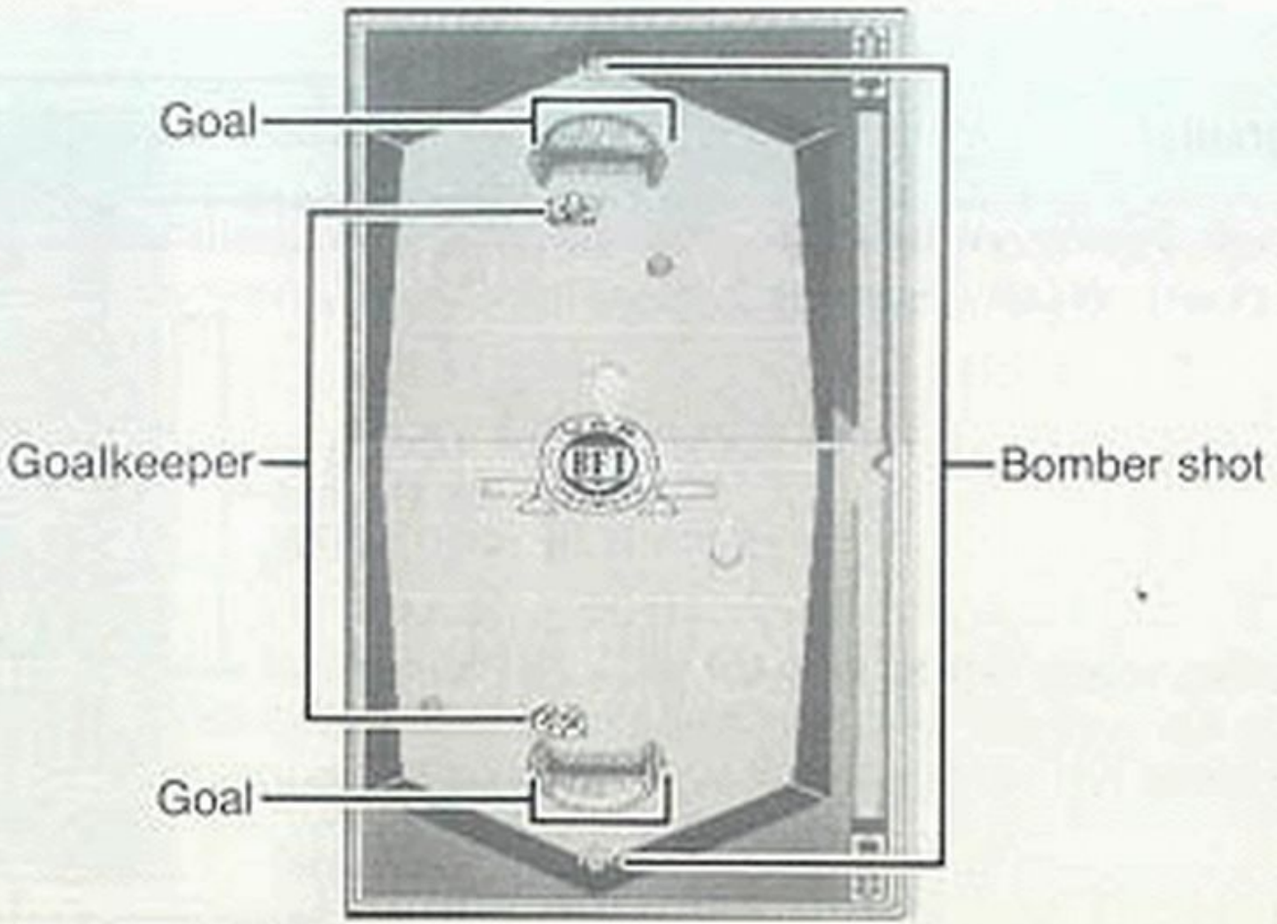
✚ control pad up: Power corner kick.

✚ control pad down: Weak corner kick.



■ Ice Hockey

This is a very speedy Ice Hockey game. The movements of the goalkeeper and the flipper are the same as in soccer. Try a nice slap shot. A bumpers shot will follow automatically when the puck reaches beyond the goal. Try to return to your opponent a well shot puck.



NTV International Corp.
90 DAY LIMITED WARRANTY

NTVIC warrants to the original purchaser of this NTVIC product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This NTVIC product is sold " as is", without expressed or implied warranty of any kind, and NTVIC is not liable for any losses or damages of any kind resulting from the use of this product. NTVIC agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this NTVIC product when returned to a NTVIC authorized dealer, with dated proof of purchase.
This warranty shall not be applicable and shall be void if the defect in this NTVIC product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE NTVIC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL NTVIC BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS NTVIC PRODUCT.
Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

NTV International Corp. 50 Rockefeller Plaza, NY, NY 10020
Tel: (212) 489-8412

The many games of ROCK'N' BALL bring new life to traditional pinball playing. Enjoy these seven exciting and challenging games! Good luck!

Safety Precautions

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle.
- Do not touch the terminal connectors or get them wet because this may damage the circuit.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

NTVIC™
NTV International Corporation

Office: 50 Rockefeller Plaza New York, New York 10020

Printed in Japan